

Nicolas Williams

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Skills

Technical: C/C#/C++, Python, Unity Engine, Blender, HTML/CSS/JavaScript

Project Management: Agile Methodologies, Product Backlogs, Sprint Reviews, Jira, Confluence

Experience

Founder & Production Director

Apr 2019 - September 2020

WolverineSoft Studio, University of Michigan Game Studio

- Founded WolverineSoft Studio within the student organization WolverineSoft and raised club membership from 9 to 70 students in two semesters
- Established fundraising procedures resulting in more than \$6,000 in donations in the first semester
- Launched a new engineering course through the university to earn academic credit for studio participation, enrolled more than 60 students
- Initiated advising relationships with more than a dozen industry professionals who acted as publishers & stakeholders throughout the studio projects

Software Engineering Intern - Augmented Reality

May 2019 - Aug 2019

SpellBound

- Managed a new project release for NewYork-Presbyterian Hospital after the only full-time engineer left the company
- Presented risk assessment reports to CEO regarding potential changes to the Augmented Reality framework
- Designed, built and iterated on 25+ Augmented Reality mobile device games, written in C#, intended for hospitalized children of varying age, mobility and health

Projects

Io - Game Project (57 developers)

Jan 2020 - May 2020

Production Director - WolverineSoft Studio

- Managed the leads of 12 sub-teams using milestone retrospectives and weekly check-ins throughout development, resulting in a complete game that was viewed by over 1,000 people in a virtual showcase
- Established an agile milestone-based development strategy that allowed user testing to start 5 weeks early
- Mentored two producers to teach agile principles and project management, allowing the studio to begin working on two projects simultaneously
- Implemented asset review and communication procedures for transition to remote work due to COVID-19

Dreamwillow - Game Project (32 developers)

Sept 2019 - Dec 2019

Production Director - WolverineSoft Studio

- Managed detailed task and bug tracking through Jira to measure project progress and address dependencies
- Led studio reorganization into a cross-functional pod-based structure that enhanced departmental coordination and streamlined the asset development process
- Created documentation for short and long-term project objectives to set the tone for development and give leadership the ability to more concretely measure milestone success
- Created high level project roadmaps to communicate key project expectations to faculty and stakeholders

Thread Library (3 developers)

Fall 2018

EECS 482 - Introduction to Operating Systems

- Implemented a basic thread library to manage concurrent C++ programs using basic thread primitives
- Integrated library with custom virtual memory pager implemented later in the course

Education

University of Michigan - Ann Arbor, MI

(can work earlier) December 2020

Bachelor of Science in Engineering, Computer Science